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DATE: Thursday, May 26, 2005

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<input type="checkbox"/>	L3	short and ancillary and ((pulse and code and (modulated or modulation or modulator)) or pcm) and cosine and fourier audio and (decode or decoder or decoding) and format and transform and	6
<input type="checkbox"/>	L2	transient and short and ancillary and ((pulse and code and (modulated or modulation or modulator)) or pcm) and DCT and fourier (6370423 6154452 4864573 5450248 4631737 5634082 5423325 5503159 5522010 4428380 4628939 4888799 4901351 5299119 5761431 6069956 6297845 6331851 5392163 5734792 6026506 6078616 6175597 6278784	1
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Key: IEEE JNL = IEEE Journal or Magazine, IEE JNL = IEE Journal or Magazine, IEEE CNF = IEEE Conference, IEE CNF = IEE Conference, IE STD = IEEE Standard

1. **Biorthogonal and nonuniform lapped transforms for transform coding with reduced blocking and ringing artifacts**

Malvar, H.S.;

Signal Processing, IEEE Transactions on [see also Acoustics, Speech, and Signal Processing, IEEE Transactions on]
Volume 46, Issue 4, April 1998 Page(s):1043 - 1053

IEEE JNL

2. **Modifying transients for efficient coding of audio**

Vafin, R.; Heusden, R.; Kleijn, W.B.;

Acoustics, Speech, and Signal Processing, 2001. Proceedings. (ICASSP '01). 2001 IEEE International Conference on
Volume 5, 7-11 May 2001 Page(s):3285 - 3288 vol.5

IEEE CNF

3. **Transient modeling with a frequency-transform subspace algorithm and "transient+sinusoidal" scheme**

Boyer, R.; Essid, S.;

Digital Signal Processing, 2002. DSP 2002. 2002 14th International Conference on
Volume 2, 1-3 July 2002 Page(s):865 - 868 vol.2

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